Sirius™
presents

ALPHA SHIELD™

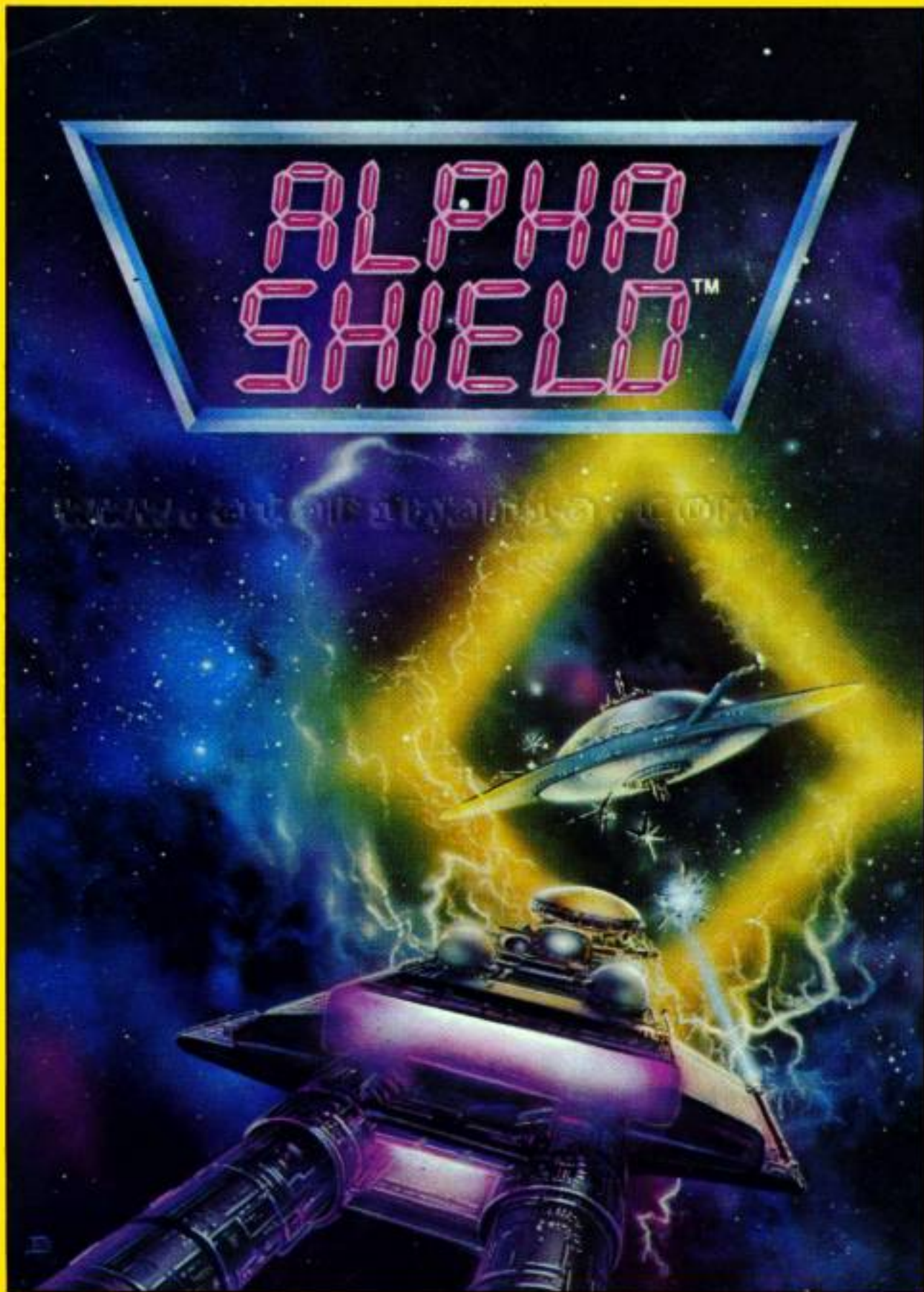## Game Design By David Lubar

Alpha Shield™

To Begin — Atari 400, 800 & 1200:

Set up your computer system as instructed in your owner's manual. Turn the power OFF and insert the Alpha Shield game cartridge. Plug a joystick into controller jack #1 and then turn the power ON. Press the START key or joystick button to begin. Press OPTION key to pause and then resume the game.

The Objective:

Your mission is to destroy as many Alpherion Military Bases as possible. You can fire missiles through the gaps in the Alpha Shield or from inside the Alpha Shield. If you are able to sneak inside, you must quickly destroy the Base before the Alpha Shield closes in on your Assault Ship. This is not an easy task! The Base can construct additional electrifying Shields during battle and it is protected by a variety of deadly defenders.

The Controls:

Your Assault Ship was specially designed to destroy Alpherion Military Bases. Ship movement is controlled by tilting the joystick. Missiles are fired from your unlimited supply of ammunition by pressing the joystick button. Your ship will not move while the button is pressed (a helpful feature for firing from inside the Alpha Shield).

Screen Display:

Your current score is shown at the top of the screen. The battle takes place in the center of the screen. The number of Assault Ships remaining is shown in the lower left corner of the screen. The number of Alpherion Bases destroyed is shown in the lower right corner.

The Energy Meter in the bottom center of the screen registers the current strength of the Alpherion Base.

Alpherion Military Bases:

Each time one of your missiles hits the Alpherion Base, the Base loses energy. When the energy level on the Energy Meter registers "-", the Base will explode. Direct hits from a steady stream of your missiles will finish off an Alpherion Base in seconds.
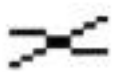
The Alpha Shield:

The Alpherion Base is protected by a pulsing Shield. To get close to the Base, you must fly your Assault Ship through one of the openings in this Shield. If you accidently hit the Alpha Shield with a missile, the Alpherion Base will GAIN energy. If you fly your Assault Ship into the Alpha Shield, you will lose the ship.

Storage Shields:

At the higher levels of play, the Base will begin to construct additional Shields. These Storage Shields will continue to grow as long as the Base's energy level is on the " + " side of the Energy Meter. When the energy level drops to the " − " side, the Base will begin to remove parts of the Storage Shields and re-absorb their energy. Missiles have no effect on the Storage Shields, but if you accidently run into one, you will lose a Ship.

Alpherion Defenders:

Various Alpherion weapons and war craft will come to the defense of the Base during the battle. Some are mindless projectiles and others contain sophisticated tracking systems.

FIREBALLS shoot straight out of the Base in random directions.

HEAT SEEKERS will try to ram your Assault Ship. If you trick them into flying off the edge of the screen, they will not reappear.

BOUNCERS bounce randomly about space.

WANDERERS wander aimlessly through space.

HOMERS home in on your Assault Ship. Unlike Fireballs and Heatseekers, Homers will chase after you again and again.

Scoring:

$$FIREBALL = 25 \text{ Points}$$
$$HEAT\ SEEKER = 100 \text{ Points}$$
$$BOUNCER = 50 \text{ Points}$$
$$WANDERER = 200 \text{ Points}$$
$$HOMER = 400 \text{ Points}$$
$$BASE\ HIT = 25 \text{ Points per hit}$$

BASE DESTROYED = 1000 Points each for the first four Bases 2000 Points for the next four Bases, and so on.

You begin each game with five Assault Ships, four in reserve and one in play. Bonus Ships are awarded for every second Alpherion Base destroyed and after every 10,000 Points.

Play Levels:

Alpha Shield gets more and more challenging as you continue to play. The battle gets faster, the defenders get more deadly and the Base builds additional Storage Shield protection at a more rapid rate.

Hints From David Lubar . . .

Watch to see which type of defense weapon is forming within the Base. Each acts differently and requires a different strategy.

On the higher levels, avoid the area where the Storage Shields will appear first. Otherwise, you could get hit with no warning.

When moving through the Alpha Shield, try to fly directly toward the base, then fire when you are almost touching it. As soon as you hit the button, you will stop moving.

At very high levels take your time and hit the Base from outside the Alpha Shield until the energy level drops and the Storage Shields are absorbed.

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Limited One Year Warranty:

Sirius will replace any defective cartridge at no charge if the original cartridge and proof of purchase are returned to Sirius within 90 days of purchase. After 90 days, and up to one year from the date of purchase, Sirius will replace any defective cartridge for $5.00 provided the original cartridge is returned. For those outside the U.S.A., please include enough funds to cover return postage.

This warranty is not applicable and shall be void if the defect has arisen through misuse, tampering, modifications or excessive wear. Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you.

Game design by David Lubar
Atari version programmed by Tom McWilliams